

VI. CLAIMS

1. A method of gaming to achieve extended player retention comprising the steps of:
 - a. providing a particular game process to a player;
 - b. involving said player in some aspect of said game process;
 - 5 c. establishing at least one non-consecutive, repetitive- and common-occurrence jackpot event based upon at least one relatively common event in said game process;
 - d. intrinsically associating said at least one non-consecutive, repetitive- and common-occurrence jackpot event with said game process;
 - 10 e. intrinsically presenting said at least one non-consecutive, repetitive- and common-occurrence jackpot event to said player as part of said game process;
 - f. making said at least one non-consecutive, repetitive- and common-occurrence jackpot event available to said player as part of an interaction with said game process;
 - 15 g. indicating a distance said player is from said at least one jackpot event to said player;
 - h. decrementing said distance said player is from said at least one jackpot event as a result of events which occur in said game process to create a decremented distance said player is from said at least one jackpot event;
 - 20 i. indicating said decremented distance said player is from said at least one jackpot event to said player; and
 - j. paying said player a jackpot amount upon said player attaining said non-consecutive, repetitive- and common-occurrence jackpot event in said game process.
- 25 2. A method of gaming to achieve extended player retention as described in claim 1 and further comprising the steps of:

- a. tracking each happening of a multiple event occurrence in said game process for said player;
 - b. retaining said at least one jackpot event for said player without said at least one jackpot event being affected by actions of others for at least so long as said player continues to interact with said game process.
- 5
3. A method of gaming to achieve extended player retention as described in claim 2 wherein said step of retaining said at least one jackpot event for said player without said at least one jackpot event being affected by actions of others for at least so long as said player continues to interact with said game process further comprises the steps of:
- 10
- a. warning said player of an imminent reset of said at least one jackpot event; and
 - b. providing said player an opportunity to to take an action to avoid the occurrence of said reset.
- 15
4. A method of gaming to achieve extended player retention as described in claim 3 wherein said step of providing said player an opportunity to to take an action to avoid the occurrence of said reset comprises a step selected from a group consisting of: requiring specified events in said game process from said player, playing said game process within a specified time, making a maximum bet in said game process, taking
- 20
- any action indicating that game is still being played, and taking a randomly generated action in said game process.
- 25
5. A method of gaming to achieve extended player retention as described in claim 1 wherein said step of establishing at least one jackpot event comprises the step of establishing at least one jackpot event selected from a group of game events consisting of:
- game events having a probability of greater than about 100 in 10,000,

- game events having a probability of greater than about 110 in 10,000,
- game events having a probability of greater than about 130 in 10,000,
- game events having a probability of greater than about 220 in 10,000,
- game events having a probability of greater than about 550 in 10,000,
- 5 - game events having a probability of greater than about 700 in 10,000,
- game events having a probability of greater than about 1200 in 10,000,
- game events having a probability of greater than about 2000 in 10,000, and
- game events having a probability of greater than about 5000 in 10,000.

6. A method of gaming to achieve extended player retention as described in claim 1
10 wherein said step of establishing at least one jackpot event comprises the step of
establishing at least one jackpot event based upon a game event in said game process
selected from a group of game events consisting of: a straight game event, a flush
game event, a full house game event, a three-of-a-kind game event, a two pair game
event, a jacks-or-better game event, a queens-or-better game event, a kings-or-better
15 game event, an aces-or-better game event, and a losing game event.

7. A method of gaming to achieve extended player retention as described in claim 1
wherein said step of establishing at least one jackpot event comprises the step of
establishing a jackpot event selected from a group consisting of:

- a jackpot event requiring at least about 2 non-consecutive game event
20 occurrences,
- a jackpot event requiring at least about 5 non-consecutive game event
occurrences,
- a jackpot event requiring at least about 5 game event occurrences,
- a jackpot event requiring at least about 10 game event occurrences,
- 25 - a jackpot event requiring at least about 20 game event occurrences,
- a jackpot event requiring at least about 40 game event occurrences,
- a jackpot event requiring at least about 50 game event occurrences,

- a jackpot event requiring at least about 60 game event occurrences,
- a jackpot event requiring at least about 80 game event occurrences, and
- a jackpot event requiring at least about 100 game event occurrences.

8. A method of gaming to achieve extended player retention as described in claim 1
 5 wherein said step of providing a game process to a player comprises the steps of:
 - a. instituting an individual game for said player;
 - b. concluding said individual game for said player; and
 - c. reinstituting another individual game for said player as part of said game
 process,
 10 and wherein said step of establishing at least one jackpot event comprises the step of
 carrying said at least one jackpot event across said step of concluding said individual
 game for said player and said step of reinstituting another individual game for said
 player as part of said game process.

9. A method of gaming to achieve extended player retention as described in claim 1
 15 wherein said step of establishing at least one non-consecutive, repetitive- and
 common-occurrence jackpot event based upon at least one relatively common event
 in said game process comprises the step of establishing a plurality of non-
 consecutive, repetitive- and common-occurrence jackpot events based upon at least
 one relatively common event in said game process, wherein said step of intrinsically
 20 associating said at least one non-consecutive, repetitive- and common-occurrence
 jackpot event with said game process comprises the step of intrinsically associating
 said plurality of non-consecutive, repetitive- and common-occurrence jackpot events
 with said game process, wherein said step of making said at least one non-
 consecutive, repetitive- and common-occurrence jackpot event available to said
 25 player as part of an interaction with said game process comprises the step of making
 said plurality of non-consecutive, repetitive- and common-occurrence jackpot events
 available to said player as part of an interaction with said game process, and wherein

said step of paying said player a jackpot amount upon said player attaining said non-consecutive, repetitive- and common-occurrence jackpot event in said game process comprises the step of paying said player a jackpot amount upon said player attaining at least one of said plurality of non-consecutive, repetitive- and common-occurrence
5 jackpot events in said game process, and further comprising the step of concurrently presenting said plurality of non-consecutive, repetitive- and common-occurrence jackpot events to said player as part of said game process.

10. A method of gaming to achieve extended player retention as described in claim 9 wherein said step of establishing a plurality of non-consecutive, repetitive- and
10 common-occurrence jackpot events in said game process comprises the step of selecting a plurality of staggered probability jackpot events for said game process.

11. A method of gaming to achieve extended player retention as described in claim 10 wherein said step of selecting a plurality of staggered probability jackpot events for
15 said game process comprises the step of establishing a plurality of staggered probability jackpot events for said game process such that at least one of said staggered probability jackpot events is typically within a continued play tolerance for a typical player.

12. A method of gaming to achieve extended player retention as described in claim 11 wherein said step of establishing a plurality of staggered probability jackpot events
20 for said game process such that at least one of said staggered probability jackpot events is typically within a continued play tolerance for a typical player comprises the step of utilizing staggered probability jackpot events such that at least one is typically within a number of optimal repetitive events selected from a group consisting of:

- 25
- less than about 5 additional repetitive events,
 - less than about 10 additional repetitive events,

- less than about 15 additional repetitive events,
- less than about 20 additional repetitive events,
- less than about 50 additional repetitive events,
- less than about 100 additional repetitive events,
- 5 - less than about 10 additional repetitive events for each machine participating in said jackpot event,
- less than about 15 additional repetitive events for each machine participating in said jackpot event,
- less than about 20 additional repetitive events for each machine participating in said jackpot event,
- 10 - less than about 50 additional repetitive events for each machine participating in said jackpot event,
- less than about 100 additional repetitive events for each machine participating in said jackpot event,
- 15 - less than a number of repetitive events which represents minimum bets of less than about \$1.00,
- less than a number of repetitive events which represents minimum bets of less than about \$5.00,
- less than a number of repetitive events which represents minimum bets of less than about \$10.00,
- 20 - less than a number of repetitive events which represents minimum bets of less than about \$15.00,
- less than a number of repetitive events which represents minimum bets of less than about \$20.00,
- 25 - less than a number of repetitive events which represents minimum bets of less than about \$25.00,
- less than a number of repetitive events which represents minimum bets of less than about \$50.00,

- less than a number of repetitive events which represents minimum bets of less than about \$100.00,
- less than a number of repetitive events which represents minimum bets of less than about \$500.00, and
- 5 - less than a number of repetitive events which represents minimum bets of less than about \$1000.00.

13. A method of gaming to achieve extended player retention as described in claim 1 wherein said step of establishing at least jackpot event comprises the step of establishing at least one losing circumstance based jackpot event in said game
10 process.

14. A method of gaming to achieve extended player retention as described in claim 1 wherein said step of paying said player said jackpot amount comprises the step of determining if said player has achieved a selected event from a group consisting of:

- having made a maximum bet,
- 15 - having made a maximum bet during some time period,
- having played a certain number of games,
- having played a certain number of games during some time period,
- having played 25 games,
- having played 50 games,
- 20 - having played 100 games,
- having played 250 games,
- having played 500 games,
- having played 1000 games,
- having played or played at a rate of 12 games during a 1 minute time period,
- 25 - having played or played at a rate of 75 games during a 10 minute time period,
- having played or played at a rate of 90 games during a 10 minute time period,
- having played or played at a rate of 80 games during a 20 minute time period,

- having played a certain dollar amount during some time period,
 - having played a variable dollar amount in a unit period of time,
 - having played an increasing dollar amount in a unit period of time as said jackpot event gets closer,
 - 5 - having played a \$25.00 amount,
 - having played a \$50.00 amount,
 - having played a \$100.00 amount,
 - having played a \$250.00 amount,
 - having played a \$500.00 amount,
 - 10 - having played or played at a rate of a \$50.00 amount during a 1 hour time period,
 - having played or played at a rate of a \$100.00 amount during a 1 hour time period,
 - having played or played at a rate of a \$250.00 amount during a 2 hour time period, and
 - 15 - having played or played at a rate of a \$500.00 amount during a 5 hour time period.
15. A game device to achieve extended player retention comprising:
- a. a game generator capable of providing a particular game process to a player;
 - 20 b. a player interaction element through which said player can participate in said game process;
 - c. a non-consecutive, repetitive- and common-occurrence jackpot standards element responsive to said game process and based upon at least one relatively common event in said game process;
 - 25 d. an intrinsic jackpot association element responsive to said common-occurrence jackpot standards element and to events within said game process;
 - e. a multiple event tracker responsive to events within said game process;

- f. a jackpot distance calculation element responsive to said jackpot standards element and said game process;
- g. a jackpot distance memory element responsive to said jackpot distance calculation element;
- 5 h. a player jackpot distance display responsive to said jackpot distance memory element;
- i. a jackpot distance decrementer responsive to said game process and to which said jackpot distance memory element is responsive; and
- j. a jackpot payout element responsive to said jackpot distance calculation
- 10 element.

16. A game device to achieve extended player retention as described in claim 15 wherein said non-consecutive, repetitive- and common-occurrence jackpot standards element responsive to said game process and based upon at least one relatively common event in said game process comprises an intergame jackpot standards element responsive to said game process, and further comprising:

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- a. a multiple event tracker responsive to events within said game process;
 - b. a comparator responsive to said intergame jackpot standards element and said multiple event tracker, and wherein said jackpot payout element responsive to said jackpot distance calculation element comprises an intergame jackpot payout element responsive to said comparator.
- 20

17. A game device to achieve extended player retention as described in claim 16 and further comprising:

- a. a jackpot reset alarm; and
- b. a player jackpot reset-avoidance information display.

25 18. A game device to achieve extended player retention as described in claim 17 and further comprising a periodic event determiner selected from a group consisting of:

a game process event timer, a maximum bet determiner, a player confirmation element, and a random event generator.

19. A game device to achieve extended player retention as described in claim 15 wherein said jackpot standards element comprises a jackpot standards element utilizing game events in said game process selected from a group of game events consisting of:
- game events having a probability of greater than about 100 in 10,000,
 - game events having a probability of greater than about 110 in 10,000,
 - game events having a probability of greater than about 130 in 10,000,
 - game events having a probability of greater than about 220 in 10,000,
 - game events having a probability of greater than about 550 in 10,000,
 - game events having a probability of greater than about 700 in 10,000,
 - game events having a probability of greater than about 1200 in 10,000,
 - game events having a probability of greater than about 2000 in 10,000, and
 - game events having a probability of greater than about 5000 in 10,000.
20. A game device to achieve extended player retention as described in claim 15 wherein said jackpot standards element comprises a jackpot standards element utilizing game events in said game process selected from a group of game events consisting of: a straight game event, a flush game event, a full house game event, a three-of-a-kind game event, a two pair game event, a jacks-or-better game event, a queens-or-better game event, a kings-or-better game event, an aces-or-better game event, and a losing game event.
21. A game device to achieve extended player retention as described in claim 15 wherein said jackpot standards event element comprises a high event occurrence number jackpot event element selected from a group consisting of:
- a jackpot event element requiring at least about 2 non-consecutive game event occurrences,

- a jackpot event element requiring at least about 5 non-consecutive game event occurrences,
- a jackpot event element requiring at least about 5 game event occurrences,
- a jackpot event element requiring at least about 10 game event occurrences,
- 5 - a jackpot event element requiring at least about 20 game event occurrences,
- a jackpot event element requiring at least about 40 game event occurrences,
- a jackpot event element requiring at least about 50 game event occurrences,
- a jackpot event element requiring at least about 60 game event occurrences,
- a jackpot event element requiring at least about 80 game event occurrences,
- 10 and
- a jackpot event element requiring at least about 100 game event occurrences.

22. A game device to achieve extended player retention as described in claim 15 wherein said game generator capable of providing a particular game process to a player comprises:

- 15
- a. a game initiator;
 - b. a game conclusion element; and
 - c. a game reinitiator,

and wherein said jackpot standards element comprises a jackpot carryover which is unaffected by operation of either said game conclusion element or said game reinitiator.

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23. A game device to achieve extended player retention as described in claim 15 wherein said non-consecutive, repetitive- and common-occurrence jackpot standards element responsive to said game process and based upon at least one relatively common event in said game process comprises a plurality of concurrent repetitive-occurrence

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jackpot standards elements responsive to said game process, wherein said player jackpot distance display responsive to said jackpot distance memory element comprises at least one concurrent player jackpot status display responsive to said

plurality of concurrent repetitive-occurrence jackpot standards elements, and wherein said jackpot payout element responsive to said jackpot distance calculation element comprises a jackpot payout element responsive to said plurality of concurrent repetitive-occurrence jackpot standards elements.

- 5 24. A game device to achieve extended player retention as described in claim 15 wherein said jackpot standards element comprises a staggered probability repetitive-occurrence jackpot event element.
25. A game device to achieve extended player retention as described in claim 24 wherein said staggered probability repetitive-occurrence jackpot event element comprises a
10 continued play player tolerance estimation element.
26. A game device to achieve extended player retention as described in claim 25 wherein said continued play player tolerance estimation element comprises a continued play player tolerance estimation element utilizing jackpot events such that at least one is typically within a number of optimal repetitive events selected from a group
15 consisting of:
- less than about 10 additional repetitive events,
 - less than about 15 additional repetitive events,
 - less than about 20 additional repetitive events,
 - less than about 50 additional repetitive events,
 - 20 - less than about 100 additional repetitive events,
 - less than about 10 additional repetitive events for each machine participating in said jackpot event,
 - less than about 15 additional repetitive events for each machine participating in said jackpot event,
 - 25 - less than about 20 additional repetitive events for each machine participating in said jackpot event,

- less than about 50 additional repetitive events for each machine participating in said jackpot event,
- less than about 100 additional repetitive events for each machine participating in said jackpot event,
- 5 - less than a number of repetitive events which represents minimum bets of less than about \$5.00,
- less than a number of repetitive events which represents minimum bets of less than about \$10.00,
- less than a number of repetitive events which represents minimum bets of less than about \$15.00,
- 10 - less than a number of repetitive events which represents minimum bets of less than about \$20.00,
- less than a number of repetitive events which represents minimum bets of less than about \$25.00,
- 15 - less than a number of repetitive events which represents minimum bets of less than about \$50.00, and
- less than a number of repetitive events which represents minimum bets of less than about \$100.00.

27. A game device to achieve extended player retention as described in claim 15 wherein
 20 said jackpot standards element comprises at least one losing circumstance jackpot standards element responsive to said game process.

28. A game device to achieve extended player retention as described in claim 15 wherein
 said payout element comprises a payout element which determines if a player has
 achieved an event selected from a group consisting of:

- 25 - having made a maximum bet,
- having made a maximum bet during some time period,
- having played a certain number of games,

- having played a certain number of games during some time period,
- having played 25 games,
- having played 50 games,
- having played 100 games,
- 5 - having played 250 games,
- having played 500 games,
- having played 1000 games,
- having played or played at a rate of 12 games during a 1 minute time period,
- having played or played at a rate of 75 games during a 10 minute time period,
- 10 - having played or played at a rate of 90 games during a 10 minute time period,
- having played or played at a rate of 80 games during a 20 minute time period,
- having played a certain dollar amount during some time period,
- having played a variable dollar amount in a unit period of time,
- having played an increasing dollar amount in a unit period of time as said
- 15 jackpot event gets closer,
- having played a \$25.00 amount,
- having played a \$50.00 amount,
- having played a \$100.00 amount,
- having played a \$250.00 amount,
- 20 - having played a \$500.00 amount,
- having played or played at a rate of a \$50.00 amount during a 1 hour time period,
- having played or played at a rate of a \$100.00 amount during a 1 hour time period,
- 25 - having played or played at a rate of a \$250.00 amount during a 2 hour time period, and
- having played or played at a rate of a \$500.00 amount during a 5 hour time period.

29. A method of gaming to achieve extended player retention comprising the steps of:
- a. providing a particular game process to a player;
 - b. involving said player in some aspect of said game process;
 - c. establishing at least one intergame jackpot event in said game process;
 - 5 d. associating said at least one intergame jackpot event with a multiple event occurrence in said game process;
 - e. presenting said at least one intergame jackpot event to said player;
 - f. making said at least one intergame jackpot event available to said player as part of an interaction with said game process;
 - 10 g. tracking each happening of said multiple event occurrence in said game process for said player;
 - h. retaining said at least one intergame jackpot event for said player without said at least one jackpot event being affected by actions of others for at least so long as said player continues to interact with said game process; and
 - 15 i. paying said player a jackpot amount upon said player attaining a specified number of said multiple event occurrences in said game process.
30. A method of gaming to achieve extended player retention as described in claim 29 wherein said step of retaining said at least one intergame jackpot event for said player without said at least one jackpot event being affected by actions of others for at least so long as said player continues to interact with said game process comprises the step
- 20 of resetting said at least one intergame jackpot event after accomplishing said step of paying said player a jackpot amount upon said player attaining a specified number of said multiple event occurrences in said game process.
31. A method of gaming to achieve extended player retention as described in claim 29
- 25 wherein said step of retaining said at least one intergame jackpot event for said player without said at least one jackpot event being affected by actions of others for at least so long as said player continues to interact with said game process comprises the step

of resetting said at least one intergame jackpot event only after accomplishing said step of paying said player a jackpot amount upon said player attaining a specified number of said multiple event occurrences in said game process.

32. A method of gaming to achieve extended player retention as described in claim 29
5 wherein said step of providing a particular game process to a player comprises the steps of:
- a. instituting an individual game for said player;
 - b. concluding said individual game for said player; and
 - c. reinstituting another individual game for said player as part of said game
10 process,
- and wherein said step of retaining said at least one intergame jackpot event for said player without said at least one jackpot event being affected by actions of others for at least so long as said player continues to interact with said game process comprises the step of carrying said at least one intergame jackpot event across said step of
15 concluding said individual game for said player and said step of reinstituting another individual game for said player as part of said game process.
33. A method of gaming to achieve extended player retention as described in claim 29 wherein said step of associating said at least one intergame jackpot event with a multiple event occurrence in said game process comprises the step of associating said
20 at least one intergame jackpot event with similar game occurrences in said game process.
34. A method of gaming to achieve extended player retention as described in claim 29 wherein said step of tracking each happening of said multiple event occurrence in said game process for said player comprises the step of automatically counting each
25 happening of said multiple event occurrence in said game process for said player.

35. A method of gaming to achieve extended player retention as described in claim 29 wherein said step of tracking each happening of said multiple event occurrence in said game process for said player comprises the step of automatically counting down the remaining required number of said multiple event occurrences in said game process for said player.

36. A method of gaming to achieve extended player retention as described in claim 29, 34, or 35 wherein said step of tracking each happening of said multiple event occurrence in said game process for said player comprises the step of substantially continuously indicating a jackpot status to said player.

37. A method of gaming to achieve extended player retention as described in claim 29 wherein said step of retaining said at least one intergame jackpot event for said player without said at least one jackpot event being affected by actions of others for at least so long as said player continues to interact with said game process comprises the step of maintaining said at least one intergame jackpot event for said player with no time limit on actions in said game process.

38. A method of gaming to achieve extended player retention as described in claim 29 wherein said step of retaining said at least one intergame jackpot event for said player without said at least one jackpot event being affected by actions of others for at least so long as said player continues to interact with said game process comprises the steps of:

- a. establishing a time limit for said player to act in said game process;
- b. timing the time between actions by said player in said game process; and
- c. resetting said at least one jackpot event upon said time limit being reached without an action being taken in said game process by said player.

39. A method of gaming to achieve extended player retention as described in claim 29 wherein said step of retaining said at least one intergame jackpot event for said player without said at least one jackpot event being affected by actions of others for at least so long as said player continues to interact with said game process comprises the step of periodically requiring specified events in said game process from said player in order to avoid a step of resetting said at least one jackpot event in said game process.

40. A method of gaming to achieve extended player retention as described in claim 38 or 39 wherein said step of retaining said at least one intergame jackpot event for said player without said at least one jackpot event being affected by actions of others for at least so long as said player continues to interact with said game process further comprises the steps of:

- a. warning said player of an imminent occurrence of said step of resetting said at least one jackpot event; and
- b. providing said player an opportunity to to take an action to avoid the occurrence of said step of resetting said at least one jackpot event

41. A method of gaming to achieve extended player retention as described in claim 39 wherein said step of periodically requiring specified events in said game process from said player in order to avoid a step of resetting said at least one jackpot event in said game process comprises the step of requiring specified events in said game process from said player selected from a group consisting of: playing said game process within a specified time, making a maximum bet in said game process, taking any action indicating that game is still being played, taking a randomly generated action in said game process.

42. A game device to achieve extended player retention comprising:

- a. a game generator capable of providing a particular game process to a player;

- b. a player interaction element through which said player can participate in said game process;
- c. an intergame jackpot standards element responsive to said game process;
- d. a multiple event tracker responsive to events within said game process;
- 5 e. a comparator responsive to said intergame jackpot standards element and said multiple event tracker;
- f. a player jackpot status display responsive to said multiple event tracker without said intergame jackpot event being affected by actions of others for at least so long as a player continues to interact with said game process;
- 10 g. an intergame jackpot status retainer responsive to said multiple event tracker; and
- h. an intergame jackpot payout element responsive to said comparator.

43. A game device to achieve extended player retention as described in claim 42 wherein said intergame jackpot status retainer responsive to said multiple event tracker
15 comprises a jackpot reset responsive to said intergame jackpot payout element.

44. A game device to achieve extended player retention as described in claim 42 wherein said intergame jackpot status retainer responsive to said multiple event tracker comprises a jackpot reset responsive only to said intergame jackpot payout element.

45. A game device to achieve extended player retention as described in claim 42 wherein
20 said game generator capable of providing a particular game process to a player comprises:

- a. a game initiator;
- b. a game conclusion element; and
- c. a game reinitiator,

and wherein said intergame jackpot status retainer responsive to said multiple event tracker comprises a jackpot carryover which is unaffected by operation of either said game conclusion element or said game reinitiator.

46. A game device to achieve extended player retention as described in claim 42 wherein
5 said multiple event tracker responsive to events within said game process comprises a similar game occurrence tracker.
47. A game device to achieve extended player retention as described in claim 42 wherein
said multiple event tracker responsive to events within said game process comprises
an automatic event counter.
- 10 48. A game device to achieve extended player retention as described in claim 42 wherein
said multiple event tracker responsive to events within said game process comprises
an automatic event decrementer.
49. A game device to achieve extended player retention as described in claim 42, 47, or
48 wherein said multiple event tracker responsive to events within said game process
15 comprises a substantially continuous player display.
50. A game device to achieve extended player retention as described in claim 42 wherein
said intergame jackpot status retainer responsive to said multiple event tracker
comprises a time unrestricted element.
51. A game device to achieve extended player retention as described in claim 42 wherein
20 said intergame jackpot status retainer responsive to said multiple event tracker
comprises:
a. a time limit memory element;
b. a timer; and

c. a jackpot reset responsive to said timer and said time limit memory element.

52. A game device to achieve extended player retention as described in claim 42 wherein said intergame jackpot status retainer responsive to said multiple event tracker comprises a periodic event determiner.

5 53. A game device to achieve extended player retention as described in claim 51 or 52 and further comprising:

- a. a jackpot reset alarm; and
- b. a player jackpot reset-avoidance information display.

10 54. A game device to achieve extended player retention as described in claim 52 wherein said periodic event determiner is selected from a group consisting of: a game process event timer, a maximum bet determiner, a player confirmation element, and a random event generator.

15 55. A game device to achieve extended player retention as described in claim 42 wherein said intergame jackpot status retainer responsive to said multiple event tracker comprises an event memory element.

20 56. A method of gaming to achieve extended player retention comprising the steps of:

- a. providing a particular game process to a player;
- b. involving said player in some aspect of said game process;
- c. establishing at least one jackpot event in said game process;
- d. associating said at least one jackpot event with said game process;
- e. presenting said at least one jackpot event to said player;
- f. making said at least one jackpot event available to said player as part of an interaction with said game process;

- g. indicating a distance said player is from said at least one jackpot event to said player;
- h. decrementing said distance said player is from said at least one jackpot event as a result of events which occur in said game process to create a decremented distance said player is from said at least one jackpot event;
- i. indicating said decremented distance said player is from said at least one jackpot event to said player; and
- j. paying said player a jackpot amount upon said player attaining said at least one jackpot event in said game process.

10 57. A method of gaming to achieve extended player retention as described in claim 56 wherein said step of indicating said decremented distance said player is from said at least one jackpot event to said player comprises the step of substantially continuously displaying said decremented distance said player is from said at least one jackpot event to said player.

15 58. A method of gaming to achieve extended player retention as described in claim 56 wherein said step of indicating said decremented distance said player is from said at least one jackpot event to said player comprises the step of automatically counting down the remaining distance said player is from said at least one jackpot event for said player.

20 59. A method of gaming to achieve extended player retention as described in claim 56 wherein said step of establishing at least one jackpot event in said game process comprises the step of establishing a plurality of jackpot events in said game process, wherein said step of presenting said at least one jackpot event to said player comprises the step of presenting a plurality of jackpot events to said player, wherein
25 said step of making said at least one jackpot event available to said player as part of an interaction with said game process comprises the step of making said plurality of

jackpot events available to said player as part of an interaction with said game process, wherein said step of indicating a distance said player is from said at least one jackpot event to said player comprises the step of indicating distances said player is from said plurality of jackpot events to said player, wherein said step of decrementing said distance said player is from said at least one jackpot event as a result of events which occur in said game process to create a decremented distance said player is from said at least one jackpot event comprises the step of decrementing said distance said player is from each of said plurality of jackpot events as a result of events which occur in said game process to create a plurality of decremented distances said player is from each of said jackpot events, and wherein said step of indicating said decremented distance said player is from said at least one jackpot event to said player comprises the step of indicating said decremented distances said player is from each of said jackpot events to said player.

60. A method of gaming to achieve extended player retention as described in claim 59 wherein said step of indicating said decremented distances said player is from each of said jackpot events to said player comprises the step of substantially simultaneously indicating each of said decremented distances said player is from each of said jackpot events to said player.

61. A method of gaming to achieve extended player retention as described in claim 56, 59, or 60 wherein said step of indicating said decremented distance said player is from said at least one jackpot event to said player comprises the step of automatically counting down the remaining distance said player is from said at least one jackpot event for said player.

62. A game device to achieve extended player retention comprising:
a. a game generator capable of providing a particular game process to a player;

- b. a player interaction element through which said player can participate in said game process;
 - c. a jackpot standards element responsive to said game process;
 - d. a multiple event tracker responsive to events within said game process;
 - 5 e. a jackpot distance calculation element responsive to said jackpot standards element and said game process;
 - f. a jackpot distance memory element responsive to said jackpot distance calculation element;
 - 10 g. a player jackpot distance display responsive to said jackpot distance memory element;
 - h. a jackpot distance decrementer responsive to said game process and to which said jackpot distance memory element is responsive; and
 - i. a jackpot payout element responsive to said jackpot distance calculation element.
- 15 63. A game device to achieve extended player retention as described in claim 62 wherein said player jackpot distance display responsive to said jackpot distance memory element comprises a substantially continuous player jackpot distance display responsive to said jackpot distance memory element.
- 20 64. A game device to achieve extended player retention as described in claim 62 wherein said jackpot distance decrementer responsive to said game process and to which said jackpot distance memory element is responsive comprises an automatic event decrementer responsive to said game process and to which said jackpot distance memory element is responsive.
- 25 65. A game device to achieve extended player retention as described in claim 62 wherein said jackpot standards element responsive to said game process comprises a plurality of jackpot standards elements responsive to said game process, wherein said multiple

event tracker responsive to events within said game process comprises a plurality of multiple event trackers responsive to events within said game process, wherein said jackpot distance calculation element responsive to said jackpot standards element and said game process comprises a plurality of jackpot distance calculation elements responsive to said jackpot standards element and said game process, wherein said jackpot distance memory element responsive to said jackpot distance calculation element comprises a plurality of jackpot distance memory elements responsive to said jackpot distance calculation element, wherein said player jackpot distance display responsive to said jackpot distance memory element comprises a plurality of jackpot distance displays responsive to said plurality of said jackpot distance memory elements, and wherein said jackpot distance decrementer responsive to said game process and to which said jackpot distance memory element is responsive comprises a plurality of jackpot distance decrementers responsive to said game process and to which said jackpot distance memory elements are responsive.

- 15 66. A game device to achieve extended player retention as described in claim 65 wherein said plurality of jackpot distance displays responsive to said plurality of said jackpot distance memory elements comprise a plurality of substantially simultaneous jackpot distance displays responsive to said plurality of said jackpot distance memory elements.
- 20 67. A game device to achieve extended player retention as described in claim 62, 65, or 66 wherein said jackpot distance decrementer responsive to said game process and to which said jackpot distance memory element is responsive comprises at least one automatic event decrementer responsive to said game process and to which said jackpot distance memory element is responsive.
- 25 68. A method of gaming to achieve extended player retention comprising the steps of:
- a. providing a particular game process to a player;

- b. involving said player in some aspect of said game process;
- c. establishing at least one common-occurrence jackpot event based upon at least one relatively common event in said game process;
- d. intrinsically associating said at least one common-occurrence jackpot event with said game process;
- e. intrinsically presenting said at least one common-occurrence jackpot event to said player as part of said game process;
- f. making said at least one common-occurrence jackpot event available to said player as part of an interaction with said game process; and
- g. paying said player a jackpot amount upon said player attaining said common-occurrence jackpot event in said game process.

69. A method of gaming to achieve extended player retention as described in claim 68 wherein said step of establishing at least one common-occurrence jackpot event based upon at least one relatively common event in said game process comprises the step of establishing at least one jackpot event based upon a game event in said game process selected from a group of game events consisting of:

- game events having a probability of greater than about 100 in 10,000,
- game events having a probability of greater than about 110 in 10,000,
- game events having a probability of greater than about 130 in 10,000,
- game events having a probability of greater than about 220 in 10,000,
- game events having a probability of greater than about 550 in 10,000,
- game events having a probability of greater than about 700 in 10,000,
- game events having a probability of greater than about 1200 in 10,000,
- game events having a probability of greater than about 2000 in 10,000, and
- game events having a probability of greater than about 5000 in 10,000.

70. A method of gaming to achieve extended player retention as described in claim 68 wherein said step of establishing at least one common-occurrence jackpot event based

upon at least one relatively common event in said game process comprises the step of establishing at least one jackpot event based upon a game event in said game process selected from a group of game events consisting of: a straight game event, a flush game event, a full house game event, a three-of-a-kind game event, a two pair game event, a jacks-or-better game event, a queens-or-better game event, a kings-or-better game event, an aces-or-better game event, and a losing game event.

71. A method of gaming to achieve extended player retention as described in claim 68 wherein said step of intrinsically associating said at least one common-occurrence jackpot event with said game process comprises the step of associating said at least one common-occurrence jackpot event with said game process as part of a minimum bet or better in said gaming process.

72. A method of gaming to achieve extended player retention as described in claim 68 wherein said step of intrinsically associating said at least one common-occurrence jackpot event with said game process comprises the step of automatically associating said at least one common-occurrence jackpot event with said game process.

73. A method of gaming to achieve extended player retention as described in claim 68 wherein said step of intrinsically associating said at least one common-occurrence jackpot event with said game process comprises the step of automatically associating said at least one common-occurrence jackpot event with said game process on an initial play in said game process.

74. A method of gaming to achieve extended player retention as described in claim 68 and further comprising the step of maintaining said at least one common-occurrence jackpot event for said player with no time limit on actions in said game process.

75. A method of gaming to achieve extended player retention as described in claim 68 and further comprising the steps of:
- a. establishing a time limit for said player to act in said game process;
 - b. timing the time between actions by said player in said game process; and
 - 5 c. resetting said at least one common-occurrence jackpot event upon said time limit being reached without an action being taken in said game process by said player.
76. A method of gaming to achieve extended player retention as described in claim 68 and further comprising the step of periodically requiring specified events in said
- 10 game process from said player in order to avoid a step of resetting said at least one common-occurrence jackpot event in said game process.
77. A game device to achieve extended player retention comprising:
- a. a game generator capable of providing a particular game process to a player;
 - b. a player interaction element through which said player can participate in said
 - 15 game process;
 - c. a common-occurrence jackpot standards element responsive to said game process and based upon at least one relatively common event in said game process;
 - d. an intrinsic jackpot association element responsive to said common-
 - 20 occurrence jackpot standards element and to events within said game process;
 - e. a player jackpot display responsive to said common-occurrence jackpot standards element; and
 - f. a jackpot payout element responsive to said common-occurrence jackpot standards element.
- 25 78. A game device to achieve extended player retention as described in claim 77 wherein said common-occurrence jackpot standards element responsive to said game process

and based upon at least one relatively common event in said game process comprises a jackpot standards element utilizing game events in said game process selected from a group of game events consisting of:

- game events having a probability of greater than about 100 in 10,000,
- 5 - game events having a probability of greater than about 110 in 10,000,
- game events having a probability of greater than about 130 in 10,000,
- game events having a probability of greater than about 220 in 10,000,
- game events having a probability of greater than about 550 in 10,000,
- game events having a probability of greater than about 700 in 10,000,
- 10 - game events having a probability of greater than about 1200 in 10,000,
- game events having a probability of greater than about 2000 in 10,000, and
- game events having a probability of greater than about 5000 in 10,000.

79. A game device to achieve extended player retention as described in claim 77 wherein said common-occurrence jackpot standards element responsive to said game process
15 and based upon at least one relatively common event in said game process comprises a jackpot standards element utilizing game events in said game process selected from a group of game events consisting of: a straight game event, a flush game event, a full house game event, a three-of-a-kind game event, a two pair game event, a jacks-or-better game event, a queens-or-better game event, a kings-or-better game event, an
20 aces-or-better game event, and a losing game event.

80. A game device to achieve extended player retention as described in claim 77 wherein said intrinsic jackpot association element responsive to said common-occurrence
25 jackpot standards element and to events within said game process comprises a minimum bet or better jackpot association element responsive to said common-occurrence jackpot standards element and to events within said game process.

81. A game device to achieve extended player retention as described in claim 77 wherein said intrinsic jackpot association element responsive to said common-occurrence jackpot standards element and to events within said game process comprises an automatic jackpot association element responsive to said common-occurrence jackpot standards element and to events within said game process.
82. A game device to achieve extended player retention as described in claim 77 wherein said intrinsic jackpot association element responsive to said common-occurrence jackpot standards element and to events within said game process comprises an automatic initial play element responsive to said common-occurrence jackpot standards element and to events within said game process.
83. A game device to achieve extended player retention as described in claim 77 and further comprising a time unrestricted element to which said intrinsic jackpot association element is responsive.
84. A game device to achieve extended player retention as described in claim 77 and further comprising:
- a. a time limit memory element;
 - b. a timer; and
 - c. a jackpot reset responsive to said timer and said time limit memory element, to which said intrinsic jackpot association element is responsive.
85. A game device to achieve extended player retention as described in claim 77 and further comprising a periodic event determiner to which said intrinsic jackpot association element is responsive.
86. A method of gaming to achieve extended player retention comprising the steps of:
- a. providing a game process to a player;

- b. involving said player in some aspect of said game process;
- c. establishing at least one non-consecutive, repetitive-occurrence jackpot event in said game process;
- d. associating said at least one non-consecutive, repetitive-occurrence jackpot event with said game process;
- e. presenting said at least one non-consecutive, repetitive-occurrence jackpot event to said player;
- f. making said at least one non-consecutive, repetitive-occurrence jackpot event available to said player as part of an interaction with said game process; and
- g. paying said player a jackpot amount upon said player attaining said non-consecutive, repetitive-occurrence jackpot event in said game process.

87. A method of gaming to achieve extended player retention comprising the steps of:
- a. providing a poker game process to a player;
 - b. involving said player in some aspect of said poker game process;
 - c. establishing at least one repetitive-occurrence jackpot event in said poker game process;
 - d. associating said at least one repetitive-occurrence jackpot event with said poker game process;
 - e. presenting said at least one repetitive-occurrence jackpot event to said player;
 - f. making said at least one repetitive-occurrence jackpot event available to said player as part of an interaction with said poker game process; and
 - g. paying said player a jackpot amount upon said player attaining said repetitive-occurrence jackpot event in said poker game process.

88. A method of gaming to achieve extended player retention comprising the steps of:
- a. providing a keno game process to a player;
 - b. involving said player in some aspect of said keno game process;

- c. establishing at least one repetitive-occurrence jackpot event in said keno game process;
- d. associating said at least one repetitive-occurrence jackpot event with said keno game process;
- 5 e. presenting said at least one repetitive-occurrence jackpot event to said player;
- f. making said at least one repetitive-occurrence jackpot event available to said player as part of an interaction with said keno game process; and
- g. paying said player a jackpot amount upon said player attaining said repetitive-occurrence jackpot event in said keno game process.

10 89. A method of gaming to achieve extended player retention comprising the steps of:

- a. providing a slots game process to a player;
- b. involving said player in some aspect of said slots game process;
- c. establishing at least one repetitive-occurrence jackpot event in said slots game process;
- 15 d. associating said at least one repetitive-occurrence jackpot event with said slots game process;
- e. presenting said at least one repetitive-occurrence jackpot event to said player;
- f. making said at least one repetitive-occurrence jackpot event available to said player as part of an interaction with said slots game process; and
- 20 g. paying said player a jackpot amount upon said player attaining said repetitive-occurrence jackpot event in said slots game process.

90. A method of gaming to achieve extended player retention as described in claim 86, 87, 88, or 89 wherein said step of establishing at least one repetitive-occurrence jackpot event comprises the step of establishing at least one high event occurrence
25 number jackpot event.

91. A method of gaming to achieve extended player retention as described in claim 90 wherein said step of establishing at least one high event occurrence number jackpot event comprises the step of establishing a jackpot event selected from a group consisting of:

- 5 - a jackpot event requiring at least about 2 non-consecutive game event occurrences,
- a jackpot event requiring at least about 5 non-consecutive game event occurrences,
- a jackpot event requiring at least about 5 game event occurrences,
- 10 - a jackpot event requiring at least about 10 game event occurrences,
- a jackpot event requiring at least about 20 game event occurrences,
- a jackpot event requiring at least about 40 game event occurrences,
- a jackpot event requiring at least about 50 game event occurrences,
- a jackpot event requiring at least about 60 game event occurrences,
- 15 - a jackpot event requiring at least about 80 game event occurrences, and
- a jackpot event requiring at least about 100 game event occurrences.

92. A method of gaming to achieve extended player retention as described in claim 86, 87, 88, or 89 wherein said step of providing a game process to a player comprises the steps of:

- 20 a. instituting an individual game for said player;
- b. concluding said individual game for said player; and
- c. reinstituting another individual game for said player as part of said game process,

and wherein said step of establishing at least one repetitive-occurrence jackpot event
25 comprises the step of carrying said at least one repetitive-occurrence jackpot event across said step of concluding said individual game for said player and said step of reinstituting another individual game for said player as part of said game process.

93. A method of gaming to achieve extended player retention as described in claim 86, 87, 88, or 89 wherein said repetitive-occurrence jackpot event is comprised of multiple game event occurrences, and further comprising the step of automatically counting multiple game event occurrences in said game process for said player.
- 5 94. A method of gaming to achieve extended player retention as described in claim 93 and further comprising the step of automatically retaining said count of said multiple game event occurrences in said game process for said player throughout accomplishing said step of involving said player in some aspect of said game process.
- 10 95. A method of gaming to achieve extended player retention as described in claim 94 and further comprising the step of comparing said count of said multiple game event occurrences to said at least one non-consecutive, repetitive-occurrence jackpot event in said game process.
- 15 96. A game device to achieve extended player retention comprising:
- a. a game generator capable of providing a particular game process to a player;
 - b. a player interaction element through which said player can participate in said game process;
 - c. at least one non-consecutive, repetitive-occurrence jackpot standards element responsive to said game process;
 - d. a player jackpot status display responsive to said at least one non-consecutive, repetitive-occurrence jackpot standards element; and
 - e. a jackpot payout element responsive to said at least one non-consecutive, repetitive-occurrence jackpot standards element.
- 20
- 25 97. A game device to achieve extended player retention comprising:
- a. a poker game generator capable of providing a poker game process to a player;

- b. a player interaction element through which said player can participate in said poker game process;
- c. at least one repetitive-occurrence jackpot standards element responsive to said poker game process;
- 5 d. a player jackpot status display responsive to said at least one repetitive-occurrence jackpot standards element; and
- e. a jackpot payout element responsive to said at least one repetitive-occurrence jackpot standards element.

98. A game device to achieve extended player retention comprising:

- 10 a. a keno game generator capable of providing a keno game process to a player;
- b. a player interaction element through which said player can participate in said keno game process;
- c. at least one repetitive-occurrence jackpot standards element responsive to said keno game process;
- 15 d. a player jackpot status display responsive to said at least one repetitive-occurrence jackpot standards element; and
- e. a jackpot payout element responsive to said at least one repetitive-occurrence jackpot standards element.

99. A game device to achieve extended player retention comprising:

- 20 a. a slots game generator capable of providing a slots game process to a player;
- b. a player interaction element through which said player can participate in said slots game process;
- c. at least one repetitive-occurrence jackpot standards element responsive to said slots game process;
- 25 d. a player jackpot status display responsive to said at least one repetitive-occurrence jackpot standards element; and

- e. a jackpot payout element responsive to said at least one repetitive-occurrence jackpot standards element.

100. A game device to achieve extended player retention as described in claim 96, 97, 98, or 99 wherein said at least one repetitive-occurrence jackpot standards element responsive to said game process comprises at least one high event occurrence number jackpot event element responsive to said game process.

101. A game device to achieve extended player retention as described in claim 100 wherein said at least one high event occurrence number jackpot event element responsive to said game process comprises a high event occurrence number jackpot event element selected from a group consisting of:

- a jackpot event element requiring at least about 2 non-consecutive game event occurrences,
- a jackpot event element requiring at least about 5 non-consecutive game event occurrences,
- 15 - a jackpot event element requiring at least about 5 game event occurrences,
- a jackpot event element requiring at least about 10 game event occurrences,
- a jackpot event element requiring at least about 20 game event occurrences,
- a jackpot event element requiring at least about 40 game event occurrences,
- a jackpot event element requiring at least about 50 game event occurrences,
- 20 - a jackpot event element requiring at least about 60 game event occurrences,
- a jackpot event element requiring at least about 80 game event occurrences, and
- a jackpot event element requiring at least about 100 game event occurrences.

102. A game device to achieve extended player retention as described in claim 96, 97, 98, or 99 wherein said game generator capable of providing a particular game process to a player comprises:

- a. a game initiator;
- b. a game conclusion element; and
- c. a game reinitiator,

and wherein said at least one repetitive-occurrence jackpot standards element
5 responsive to said game process comprises a jackpot carryover which is unaffected
by operation of either said game conclusion element or said game reinitiator.

103. A game device to achieve extended player retention as described in claim 96, 97, 98,
or 99 and further comprising an automatic repetitive event counter.

104. A game device to achieve extended player retention as described in claim 103 and
10 further comprising a repetitive event count memory element responsive to said
automatic repetitive event counter.

105. A method of gaming to achieve extended player retention comprising the steps of:

- a. providing a particular game process to a player;
- b. involving said player in some aspect of said game process;
- 15 c. establishing a plurality of repetitive-occurrence jackpot events in said game
process;
- d. associating said plurality of repetitive-occurrence jackpot events with said
game process;
- e. concurrently presenting said plurality of repetitive-occurrence jackpot events
20 to said player as part of said game process;
- f. making said plurality of repetitive-occurrence jackpot events available to said
player as part of an interaction with said game process; and
- g. paying said player a jackpot amount upon said player attaining at least one of
said plurality of repetitive-occurrence jackpot events in said game process.

106. A method of gaming to achieve extended player retention as described in claim 105 wherein each of said repetitive-occurrence jackpot events is based upon a different game event in said game process and wherein said step of establishing a plurality of repetitive-occurrence jackpot events in said game process comprises the step of
5 automatically counting each of said different game events in said game process.
107. A method of gaming to achieve extended player retention as described in claim 105 wherein said step of making said plurality of repetitive-occurrence jackpot events available to said player as part of an interaction with said game process comprises the step of substantially continuously displaying the status of at least one of said
10 repetitive-occurrence jackpot events in said game process to said player.
108. A method of gaming to achieve extended player retention as described in claim 105 wherein said step of making said plurality of repetitive-occurrence jackpot events available to said player as part of an interaction with said game process comprises the step of substantially continuously displaying the status of a plurality of said plurality
15 of repetitive-occurrence jackpot events in said game process to said player.
109. A method of gaming to achieve extended player retention as described in claim 105 wherein said step of making said plurality of repetitive-occurrence jackpot events available to said player as part of an interaction with said game process comprises the step of substantially continuously displaying the status of all of said plurality of
20 repetitive-occurrence jackpot events in said game process to said player.
110. A method of gaming to achieve extended player retention as described in claim 105 wherein said step of establishing a plurality of repetitive-occurrence jackpot events in said game process comprises the step of selecting a plurality of staggered probability repetitive-occurrence jackpot events for said game process.

111. A method of gaming to achieve extended player retention as described in claim 110 wherein said step of selecting a plurality of staggered probability repetitive-occurrence jackpot events for said game process comprises the step of establishing a plurality of staggered probability repetitive-occurrence jackpot events for said game process such that at least one of said staggered probability repetitive-occurrence jackpot events is typically within a continued play tolerance for a typical player.

112. A method of gaming to achieve extended player retention as described in claim 111 wherein said step of establishing a plurality of staggered probability repetitive-occurrence jackpot events for said game process such that at least one of said staggered probability repetitive-occurrence jackpot events is typically within a continued play tolerance for a typical player comprises the step of utilizing staggered probability repetitive-occurrence jackpot events such that at least one is typically within a number of optimal repetitive events selected from a group consisting of:

- less than about 5 additional repetitive events,
- 15 - less than about 10 additional repetitive events,
- less than about 15 additional repetitive events,
- less than about 20 additional repetitive events,
- less than about 50 additional repetitive events,
- less than about 100 additional repetitive events,
- 20 - less than about 10 additional repetitive events for each machine participating in said jackpot event,
- less than about 15 additional repetitive events for each machine participating in said jackpot event,
- less than about 20 additional repetitive events for each machine participating in said jackpot event,
- 25 - less than about 50 additional repetitive events for each machine participating in said jackpot event,

- less than about 100 additional repetitive events for each machine participating in said jackpot event,
- less than a number of repetitive events which represents minimum bets of less than about \$1.00,
- 5 - less than a number of repetitive events which represents minimum bets of less than about \$5.00,
- less than a number of repetitive events which represents minimum bets of less than about \$10.00,
- less than a number of repetitive events which represents minimum bets of less than about \$15.00,
- 10 - less than a number of repetitive events which represents minimum bets of less than about \$20.00,
- less than a number of repetitive events which represents minimum bets of less than about \$25.00,
- 15 - less than a number of repetitive events which represents minimum bets of less than about \$50.00,
- less than a number of repetitive events which represents minimum bets of less than about \$100.00,
- less than a number of repetitive events which represents minimum bets of less than about \$500.00, and
- 20 - less than a number of repetitive events which represents minimum bets of less than about \$1000.00.

113. A game device to achieve extended player retention comprising:

- a. a game generator capable of providing a game process to a player;
- 25 b. a player interaction element through which said player can participate in said game process;
- c. a plurality of concurrent repetitive-occurrence jackpot standards elements responsive to said game process;

- d. at least one concurrent player jackpot status display responsive to said plurality of concurrent repetitive-occurrence jackpot standards elements; and
- e. a jackpot payout element responsive to said plurality of concurrent repetitive-occurrence jackpot standards elements.

5 114. A game device to achieve extended player retention as described in claim 113 wherein said plurality of concurrent repetitive-occurrence jackpot standards elements are each based upon a different game event in said game process and wherein said at least one concurrent player jackpot status display responsive to said plurality of concurrent repetitive-occurrence jackpot standards elements comprises at least one
10 automatic event counter for each different game event.

115. A game device to achieve extended player retention as described in claim 113 wherein said at least one concurrent player jackpot status display responsive to said plurality of concurrent repetitive-occurrence jackpot standards elements comprises at least one substantially continuous jackpot status display.

15 116. A game device to achieve extended player retention as described in claim 113 wherein said at least one concurrent player jackpot status display responsive to said plurality of concurrent repetitive-occurrence jackpot standards elements comprises a plurality of substantially continuous jackpot status displays.

20 117. A game device to achieve extended player retention as described in claim 113 wherein said plurality of concurrent repetitive-occurrence jackpot standards elements are each based upon a different game event in said game process and wherein said at least one concurrent player jackpot status display responsive to said plurality of concurrent repetitive-occurrence jackpot standards elements comprises a substantially continuous jackpot status displays for each of said different game events in said game
25 process.

118. A game device to achieve extended player retention as described in claim 113 wherein said plurality of concurrent repetitive-occurrence jackpot standards elements responsive to said game process comprises a staggered probability repetitive-occurrence jackpot event element.

5 119. A game device to achieve extended player retention as described in claim 118 wherein said staggered probability repetitive-occurrence jackpot event element comprises a continued play player tolerance estimation element.

120. A game device to achieve extended player retention as described in claim 119 wherein said continued play player tolerance estimation element comprises a
10 continued play player tolerance estimation element utilizing jackpot events such that at least one is typically within a number of optimal repetitive events selected from a group consisting of:

- less than about 10 additional repetitive events,
- less than about 15 additional repetitive events,
- 15 - less than about 20 additional repetitive events,
- less than about 50 additional repetitive events,
- less than about 100 additional repetitive events,
- less than about 10 additional repetitive events for each machine participating in said jackpot event,
- 20 - less than about 15 additional repetitive events for each machine participating in said jackpot event,
- less than about 20 additional repetitive events for each machine participating in said jackpot event,
- less than about 50 additional repetitive events for each machine participating in said jackpot event,
- 25 - less than about 100 additional repetitive events for each machine participating in said jackpot event,

- less than a number of repetitive events which represents minimum bets of less than about \$5.00,
 - less than a number of repetitive events which represents minimum bets of less than about \$10.00,
 - 5 - less than a number of repetitive events which represents minimum bets of less than about \$15.00,
 - less than a number of repetitive events which represents minimum bets of less than about \$20.00,
 - 10 - less than a number of repetitive events which represents minimum bets of less than about \$25.00,
 - less than a number of repetitive events which represents minimum bets of less than about \$50.00, and
 - less than a number of repetitive events which represents minimum bets of less than about \$100.00.
- 15 121. A method of gaming to achieve extended player retention comprising the steps of:
- a. providing a repetitively reinstituted game process to a player;
 - b. involving said player in some aspect of said repetitively reinstituted game process;
 - c. establishing at least one jackpot event in said repetitively reinstituted game process wherein said jackpot event has an initial probability of occurring;
 - 20 d. associating said at least one jackpot event with said repetitively reinstituted game process;
 - e. presenting said at least one jackpot event to said player as part of said repetitively reinstituted game process;
 - 25 f. making said at least one jackpot event available to said player as part of an interaction with said repetitively reinstituted game process;
 - g. altering the probability of said at least one jackpot event occurring based upon actions taken by said player to create an altered probability;

- h. retaining said altered probability when said repetitively reinstituted game process is reinstituted; and
- i. paying a jackpot amount upon a player attaining said at least one jackpot event in said repetitively reinstituted game process.

5 122. A method of gaming to achieve extended player retention as described in claim 121 wherein said step of presenting said at least one jackpot event to said player as part of said repetitively reinstituted game process comprises the step of altering a distance said player is from said at least one jackpot event in response to said step of altering the probability of said at least one jackpot event occurring based upon actions taken
10 by said player to create an altered probability.

123. A method of gaming to achieve extended player retention as described in claim 122 wherein said step of altering a distance said player is from said at least one jackpot event in response to said step of altering the probability of said at least one jackpot event occurring based upon actions taken by said player to create an altered
15 probability comprises the step of decreasing a distance said player is from said at least one jackpot event in response to said step of altering the probability of said at least one jackpot event occurring based upon actions taken by said player to create an altered probability.

124. A method of gaming to achieve extended player retention as described in claim 121 wherein said step of altering the probability of said at least one jackpot event
20 occurring based upon actions taken by said player to create an altered probability comprises the step of tracking prior game events in said game process for said player.

125. A method of gaming to achieve extended player retention as described in claim 121 wherein said step tracking prior game events in said game process for said player

comprises the step of automatically counting down a number of multiple event occurrences in said game process for said player.

126. A method of gaming to achieve extended player retention as described in claim 121 wherein said step of providing a repetitively reinstituted game process to a player comprises the steps of:

- a. instituting an individual game for said player;
- b. concluding said individual game for said player; and
- c. reinstituting another individual game for said player as part of said game process,

and wherein said step of making said at least one jackpot event available to said player as part of an interaction with said repetitively reinstituted game process comprises the step of carrying said at least one jackpot event across said step of concluding said individual game for said player and said step of reinstituting another individual game for said player as part of said game process.

127. A game device to achieve extended player retention comprising:

- a. a repetitive game generator capable of providing a repetitively reinstituted game process to a player;
- b. a player interaction element through which said player can participate in said repetitively reinstituted game process;
- c. at least one jackpot standards element responsive to said repetitively reinstituted game process wherein said jackpot standards element has an initial probability of occurrence associated with it;
- d. a jackpot probability alteration element which is responsive to said repetitively reinstituted game process;
- e. a player jackpot status display responsive to said jackpot probability alteration element;

- f. a jackpot probability retainer responsive to said jackpot probability alteration element and which acts across different occurrences of said repetitively reinstituted game process; and
- g. a jackpot payout element responsive to said at least one jackpot standards element.

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128. A game device to achieve extended player retention as described in claim 127 wherein said jackpot probability alteration element which is responsive to said repetitively reinstituted game process comprises an automatic jackpot distance alteration element which is responsive to said repetitively reinstituted game process.

10 129. A game device to achieve extended player retention as described in claim 128 wherein said automatic jackpot distance alteration element which is responsive to said repetitively reinstituted game process comprises an automatic jackpot distance decrementer responsive to said game process.

130. A game device to achieve extended player retention as described in claim 127
15 wherein said jackpot probability alteration element which is responsive to said repetitively reinstituted game process comprises a prior game event tracker responsive to events within said game process.

131. A game device to achieve extended player retention as described in claim 130
20 wherein said prior game event tracker responsive to events within said game process comprises an automatic jackpot distance decrementer responsive to said game process.

132. A game device to achieve extended player retention as described in claim 127 wherein said repetitive game generator capable of providing a repetitively reinstituted game process to a player comprises:

- a. a game initiator;
- b. a game conclusion element; and
- c. a game reinitiator,

5 and wherein said at least one jackpot standards element responsive to said repetitively reinstituted game process comprises a jackpot carryover which is unaffected by operation of either said game conclusion element or said game reinitiator.

133. A method of gaming to achieve extended player retention comprising the steps of:

- a. providing a game process to a player having winning circumstances and losing circumstances;
- 10 b. involving said player in some aspect of said game process;
- c. establishing at least one losing circumstance based jackpot event in said game process;
- d. associating said at least one losing circumstance based jackpot event with said game process;
- 15 e. presenting said at least one losing circumstance based jackpot event to said player;
- f. making said at least one losing circumstance based jackpot event available to said player as part of an interaction with said game process;
- g. tracking each happening of said losing circumstance in said game process for said player; and
- 20 h. paying said player a jackpot amount upon said player attaining a specified number of said losing circumstances in said game process.

134. A method of gaming to achieve extended player retention as described in claim 133 wherein said step of establishing at least one losing circumstance based jackpot event
25 in said game process comprises the step of establishing at least one no-win circumstance based jackpot event in said game process.

135. A method of gaming to achieve extended player retention as described in claim 133 wherein said step of establishing at least one losing circumstance based jackpot event in said game process comprises the step of establishing at least one common-occurrence based jackpot event in said game process.

5 136. A game device to achieve extended player retention comprising:

- a. a game generator capable of providing a game process to a player wherein said game process has winning circumstances and losing circumstances;
- b. a player interaction element through which said player can participate in said game process;
- 10 c. at least one losing circumstance jackpot standards element responsive to said game process;
- d. a losing circumstance multiple event counter responsive to losing circumstances within said game process;
- e. a comparator responsive to said losing circumstance jackpot standards element and said losing circumstance multiple event counter;
- 15 f. a player jackpot status display responsive to said losing circumstance multiple event counter; and
- g. a jackpot payout element responsive to said comparator.

137. A game device to achieve extended player retention as described in claim 136
20 wherein said at least one losing circumstance jackpot standards element responsive to said game process comprises at least one no-win circumstance jackpot standards element.

138. A game device to achieve extended player retention as described in claim 136
25 wherein said at least one losing circumstance jackpot standards element responsive to said game process comprises at least one common-occurrence jackpot standards element.

139. A method of gaming to achieve extended player retention comprising the steps of:
- a. providing a particular card game process to a player having at least a straight game outcome;
 - b. involving said player in some aspect of said card game process;
 - 5 c. establishing at least one straight game outcome based jackpot event in said card game process;
 - d. associating said at least one straight game outcome based jackpot event with said card game process;
 - e. presenting said at least one straight game outcome based jackpot event to said
 - 10 player as part of said card game process;
 - f. making said at least one straight game outcome based jackpot event available to said player as part of an interaction with said card game process; and
 - g. paying said player a jackpot amount upon said player attaining said straight game outcome based jackpot event in said card game process.

- 15 140. A method of gaming to achieve extended player retention comprising the steps of:
- a. providing a particular card game process to a player having at least a flush game outcome;
 - b. involving said player in some aspect of said card game process;
 - c. establishing at least one flush game outcome based jackpot event in said card
 - 20 game process;
 - d. associating said at least one flush game outcome based jackpot event with said card game process;
 - e. presenting said at least one flush game outcome based jackpot event to said player as part of said card game process;
 - 25 f. making said at least one flush game outcome based jackpot event available to said player as part of an interaction with said card game process; and
 - g. paying said player a jackpot amount upon said player attaining said flush game outcome based jackpot event in said card game process.

141. A method of gaming to achieve extended player retention comprising the steps of:
- a. providing a particular card game process to a player having at least a full house game outcome;
 - b. involving said player in some aspect of said card game process;
 - 5 c. establishing at least one full house game outcome based jackpot event in said card game process;
 - d. associating said at least one full house game outcome based jackpot event with said card game process;
 - e. presenting said at least one full house game outcome based jackpot event to
10 said player as part of said card game process;
 - f. making said at least one full house game outcome based jackpot event available to said player as part of an interaction with said card game process; and
 - 15 g. paying said player a jackpot amount upon said player attaining said full house game outcome based jackpot event in said card game process.

142. A method of gaming to achieve extended player retention comprising the steps of:
- a. providing a particular card game process to a player having at least a three-of-a-kind game outcome;
 - b. involving said player in some aspect of said card game process;
 - 20 c. establishing at least one three-of-a-kind game outcome based jackpot event in said card game process;
 - d. associating said at least one three-of-a-kind game outcome based jackpot event with said card game process;
 - e. presenting said at least one three-of-a-kind game outcome based jackpot event
25 to said player as part of said card game process;
 - f. making said at least one three-of-a-kind game outcome based jackpot event available to said player as part of an interaction with said card game process; and

- g. paying said player a jackpot amount upon said player attaining said three-of-a-kind game outcome based jackpot event in said card game process.

143. A method of gaming to achieve extended player retention comprising the steps of:

- a. providing a particular card game process to a player having at least a two pair game outcome;
5
- b. involving said player in some aspect of said card game process;
- c. establishing at least one two pair game outcome based jackpot event in said card game process;
- d. associating said at least one two pair game outcome based jackpot event with
10 said card game process;
- e. presenting said at least one two pair game outcome based jackpot event to said player as part of said card game process;
- f. making said at least one two pair game outcome based jackpot event available to said player as part of an interaction with said card game process; and
- 15 g. paying said player a jackpot amount upon said player attaining said two pair game outcome based jackpot event in said card game process.

144. A method of gaming to achieve extended player retention comprising the steps of:

- a. providing a particular card game process to a player having at least a jacks-or-better game outcome;
- 20 b. involving said player in some aspect of said card game process;
- c. establishing at least one jacks-or-better game outcome based jackpot event in said card game process;
- d. associating said at least one jacks-or-better game outcome based jackpot event with said card game process;
- 25 e. presenting said at least one jacks-or-better game outcome based jackpot event to said player as part of said card game process;

- f. making said at least one jacks-or-better game outcome based jackpot event available to said player as part of an interaction with said card game process; and
- g. paying said player a jackpot amount upon said player attaining said jacks-or-better game outcome based jackpot event in said card game process.

145. A method of gaming to achieve extended player retention comprising the steps of:

- a. providing a particular card game process to a player having at least a queens-or-better game outcome;
- b. involving said player in some aspect of said card game process;
- c. establishing at least one queens-or-better game outcome based jackpot event in said card game process;
- d. associating said at least one queens-or-better game outcome based jackpot event with said card game process;
- e. presenting said at least one queens-or-better game outcome based jackpot event to said player as part of said card game process;
- f. making said at least one queens-or-better game outcome based jackpot event available to said player as part of an interaction with said card game process; and
- g. paying said player a jackpot amount upon said player attaining said queens-or-better game outcome based jackpot event in said card game process.

146. A method of gaming to achieve extended player retention comprising the steps of:

- a. providing a particular card game process to a player having at least a kings-or-better game outcome;
- b. involving said player in some aspect of said card game process;
- c. establishing at least one kings-or-better game outcome based jackpot event in said card game process;

- d. associating said at least one kings-or-better game outcome based jackpot event with said card game process;
- e. presenting said at least one kings-or-better game outcome based jackpot event to said player as part of said card game process;
- 5 f. making said at least one kings-or-better game outcome based jackpot event available to said player as part of an interaction with said card game process; and
- g. paying said player a jackpot amount upon said player attaining said kings-or-better game outcome based jackpot event in said card game process.

10 147. A method of gaming to achieve extended player retention comprising the steps of:

- a. providing a particular card game process to a player having at least a aces-or-better game outcome;
- b. involving said player in some aspect of said card game process;
- c. establishing at least one aces-or-better game outcome based jackpot event in
15 said card game process;
- d. associating said at least one aces-or-better game outcome based jackpot event with said card game process;
- e. presenting said at least one aces-or-better game outcome based jackpot event to said player as part of said card game process;
- 20 f. making said at least one aces-or-better game outcome based jackpot event available to said player as part of an interaction with said card game process; and
- g. paying said player a jackpot amount upon said player attaining said aces-or-better game outcome based jackpot event in said card game process.

25 148. A game device to achieve extended player retention comprising:

- a. a game generator capable of providing a particular card game process to a player wherein said card game process has at least a straight game outcome;

- b. a player interaction element through which said player can participate in said card game process;
- c. at least one straight game outcome based jackpot standards element responsive to said card game process;
- 5 d. a player jackpot status display responsive to said at least one straight game outcome based jackpot standards element; and
- e. a jackpot payout element responsive to said at least one straight game outcome based jackpot standards element.

149. A game device to achieve extended player retention comprising:

- 10 a. a game generator capable of providing a particular card game process to a player wherein said card game process has at least a flush game outcome;
- b. a player interaction element through which said player can participate in said card game process;
- c. at least one flush game outcome based jackpot standards element responsive
15 to said card game process;
- d. a player jackpot status display responsive to said at least one flush game outcome based jackpot standards element; and
- e. a jackpot payout element responsive to said at least one flush game outcome based jackpot standards element.

20 150. A game device to achieve extended player retention comprising:

- a. a game generator capable of providing a particular card game process to a player wherein said card game process has at least a full house game outcome;
- b. a player interaction element through which said player can participate in said
25 card game process;
- c. at least one full house game outcome based jackpot standards element responsive to said card game process;

- d. a player jackpot status display responsive to said at least one full house game outcome based jackpot standards element; and
- e. a jackpot payout element responsive to said at least one full house game outcome based jackpot standards element.

5 151. A game device to achieve extended player retention comprising:

- a. a game generator capable of providing a particular card game process to a player wherein said card game process has at least a three-of-a-kind game outcome;
- b. a player interaction element through which said player can participate in said
10 card game process;
- c. at least one three-of-a-kind game outcome based jackpot standards element responsive to said card game process;
- d. a player jackpot status display responsive to said at least one three-of-a-kind game outcome based jackpot standards element; and
- 15 e. a jackpot payout element responsive to said at least one three-of-a-kind game outcome based jackpot standards element.

152. A game device to achieve extended player retention comprising:

- a. a game generator capable of providing a particular card game process to a player wherein said card game process has at least a two pair game outcome;
- 20 b. a player interaction element through which said player can participate in said card game process;
- c. at least one two pair game outcome based jackpot standards element responsive to said card game process;
- d. a player jackpot status display responsive to said at least one two pair game
25 outcome based jackpot standards element; and
- e. a jackpot payout element responsive to said at least one two pair game outcome based jackpot standards element.

153. A game device to achieve extended player retention comprising:

- a. a game generator capable of providing a particular card game process to a player wherein said card game process has at least a jacks-or-better game outcome;
- 5 b. a player interaction element through which said player can participate in said card game process;
- c. at least one jacks-or-better game outcome based jackpot standards element responsive to said card game process;
- 10 d. a player jackpot status display responsive to said at least one jacks-or-better game outcome based jackpot standards element; and
- e. a jackpot payout element responsive to said at least one jacks-or-better game outcome based jackpot standards element.

154. A game device to achieve extended player retention comprising:

- a. a game generator capable of providing a particular card game process to a player wherein said card game process has at least a queens-or-better game outcome;
- 15 b. a player interaction element through which said player can participate in said card game process;
- c. at least one queens-or-better game outcome based jackpot standards element responsive to said card game process;
- 20 d. a player jackpot status display responsive to said at least one queens-or-better game outcome based jackpot standards element; and
- e. a jackpot payout element responsive to said at least one queens-or-better game outcome based jackpot standards element.

25 155. A game device to achieve extended player retention comprising:

- a. a game generator capable of providing a particular card game process to a player wherein said card game process has at least a kings-or-better game outcome;
- b. a player interaction element through which said player can participate in said card game process;
- c. at least one kings-or-better game outcome based jackpot standards element responsive to said card game process;
- d. a player jackpot status display responsive to said at least one kings-or-better game outcome based jackpot standards element; and
- e. a jackpot payout element responsive to said at least one kings-or-better game outcome based jackpot standards element.

156. A game device to achieve extended player retention comprising:

- a. a game generator capable of providing a particular card game process to a player wherein said card game process has at least a aces-or-better game outcome;
- b. a player interaction element through which said player can participate in said card game process;
- c. at least one aces-or-better game outcome based jackpot standards element responsive to said card game process;
- d. a player jackpot status display responsive to said at least one aces-or-better game outcome based jackpot standards element; and
- e. a jackpot payout element responsive to said at least one aces-or-better game outcome based jackpot standards element.

157. A method of gaming to achieve extended player retention as described in claim 29, 31, 32, 35, 37, 56, 57, 58, 59, 60, 68, 69, 70, 72, 74, 86, 91, 105, 107, 108, 109, 110, 111, 112, 121, 123, 125, 133, 134, 135, wherein said step of providing a particular game process to a player comprises the step of providing a card game process to a

player and wherein said step of paying said player a jackpot amount comprises the step of paying said player a jackpot amount in said card game process.

158. A method of gaming to achieve extended player retention as described in claim 29,
31, 32, 35, 37, 56, 57, 58, 59, 60, 68, 69, 70, 72, 74, 86, 91, 105, 107, 108, 109, 110,
5 111, 112, 121, 123, 125, 133, 134, 135, wherein said step of providing a particular
game process to a player comprises the step of providing an electronic card game
process to a player and wherein said step of paying said player a jackpot amount
comprises the step of paying said player a jackpot amount in said electronic card
game process.
- 10 159. A method of gaming to achieve extended player retention as described in claim 29,
31, 32, 35, 37, 56, 57, 58, 59, 60, 68, 69, 70, 72, 74, 86, 91, 105, 107, 108, 109, 110,
111, 112, 121, 123, 125, 133, 134, 135, wherein said step of providing a particular
game process to a player comprises the step of providing a keno game process to a
player and wherein said step of paying said player a jackpot amount comprises the
15 step of paying said player a jackpot amount in said keno game process.
160. A method of gaming to achieve extended player retention as described in claim 29,
31, 32, 35, 37, 56, 57, 58, 59, 60, 68, 69, 70, 72, 74, 86, 91, 105, 107, 108, 109, 110,
111, 112, 121, 123, 125, 133, 134, 135, wherein said step of providing a particular
game process to a player comprises the step of providing an electronic keno game
20 process to a player and wherein said step of paying said player a jackpot amount in
said game process comprises the step of paying said player a jackpot amount in said
electronic keno game process.
161. A method of gaming to achieve extended player retention as described in claim 29,
31, 32, 35, 37, 56, 57, 58, 59, 60, 68, 69, 70, 72, 74, 86, 91, 105, 107, 108, 109, 110,
25 111, 112, 121, 123, 125, 133, 134, 135, wherein said step of providing a particular

game process to a player comprises the step of providing a slots game process to a player and wherein said step of paying said player a jackpot amount in said game process comprises the step of paying said player a jackpot amount in said slots game process.

5 162. A method of gaming to achieve extended player retention as described in claim 29, 31, 32, 35, 37, 56, 57, 58, 59, 60, 68, 69, 70, 72, 74, 86, 91, 105, 107, 108, 109, 110, 111, 112, 121, 123, 125, 133, 134, 135, wherein said step of providing a particular game process to a player comprises the step of providing an electronic slots game process to a player and wherein said step of paying said player a jackpot amount in
10 said game process comprises the step of paying said player a jackpot amount in said electronic slots game process.

163. A method of gaming to achieve extended player retention as described in claim 162 wherein said step of providing an electronic slots game process to a player comprises the step of providing an electronic card game process to a player and wherein said
15 step of paying said player a jackpot amount in said electronic slots game process comprises the step of paying said player a jackpot amount in said electronic card game process.

164. A method of gaming to achieve extended player retention as described in claim 56, 57, 58, 59, 60, 68, 69, 70, 72, 74, 86, 91, 105, 107, 108, 109, 110, 111, 112, 121, 122,
20 125, 133, 134, 135, 139, 140, 141, 142, 143, 144, 145, 146, 147, wherein said step of providing a particular game process to a player comprises the step of linking separate gaming machines.

165. A method of gaming to achieve extended player retention as described in claim 164 wherein said step of establishing at least one jackpot event in said game process

comprises the step of establishing at least composite jackpot event in said game process.

166. A method of gaming to achieve extended player retention as described in claim 164 wherein said step of paying said player a jackpot amount comprises the step of paying
5 all players on said linked gaming machines a portion of said jackpot amount.

167. A method of gaming to achieve extended player retention as described in claim 164 wherein said step of paying said player a jackpot amount comprises the step of paying selected players on said linked gaming machines a portion of said jackpot amount.

168. A method of gaming to achieve extended player retention as described in claim 167
10 wherein said step of paying selected players on said linked gaming machines a portion of said jackpot amount comprises the step of paying players selected from a group consisting of:

- players having made a maximum bet,
- players having made a maximum bet during some time period,
- 15 - players having played a certain number of games,
- players having played a certain number of games during some time period,
- players having played 25 games,
- players having played 50 games,
- players having played 100 games,
- 20 - players having played 250 games,
- players having played 500 games,
- players having played 1000 games,
- players having played or played at a rate of 12 games during a 1 minute time period,
- 25 - players having played or played at a rate of 75 games during a 10 minute time period,

- players having played or played at a rate of 90 games during a 10 minute time period,
- players having played or played at a rate of 80 games during a 20 minute time period,
- 5 - players having played a certain dollar amount during some time period,
- players having played a variable dollar amount in a unit period of time,
- players having played an increasing dollar amount in a unit period of time as said jackpot event gets closer,
- players having played a \$25.00 amount,
- 10 - players having played a \$50.00 amount,
- players having played a \$100.00 amount,
- players having played a \$250.00 amount,
- players having played a \$500.00 amount,
- players having played or played at a rate of a \$50.00 amount during a 1 hour
- 15 time period,
- players having played or played at a rate of a \$100.00 amount during a 1 hour time period,
- players having played or played at a rate of a \$250.00 amount during a 2 hour time period, and
- 20 - players having played or played at a rate of a \$500.00 amount during a 5 hour time period.

169. A method of gaming to achieve extended player retention as described in claim 164 wherein said step of paying said player a jackpot amount comprises the step of paying the player achieving a final step in said jackpot event on said linked gaming machines

25 an entire jackpot amount.

170. A method of gaming to achieve extended player retention as described in claim

29, 31, 32, 35, 40, 41, 56, 57, 58, 59, 60, 68, 69, 70, 72, 74, 86, 91, 105, 107, 108, 109, 110, 111, 112, 121, 122, 125, 133, 134, 135, 139, 140, 141, 142, 143, 144, 145, 146, 147, wherein said step of paying said player a jackpot amount comprises the step of paying said player said jackpot amount if said player has accomplished a selected event.

171. A method of gaming to achieve extended player retention as described in claim 170 wherein said step of paying said player said jackpot amount if said player has accomplished a selected event comprises the step of determining if said player has achieved a selected event from a group consisting of:

- 10 - having made a maximum bet,
- having made a maximum bet during some time period,
- having played a certain number of games,
- having played a certain number of games during some time period,
- having played 25 games,
- 15 - having played 50 games,
- having played 100 games,
- having played 250 games,
- having played 500 games,
- having played 1000 games,
- 20 - having played or played at a rate of 12 games during a 1 minute time period,
- having played or played at a rate of 75 games during a 10 minute time period,
- having played or played at a rate of 90 games during a 10 minute time period,
- having played or played at a rate of 80 games during a 20 minute time period,
- having played a certain dollar amount during some time period,
- 25 - having played a variable dollar amount in a unit period of time,
- having played an increasing dollar amount in a unit period of time as said jackpot event gets closer,
- having played a \$25.00 amount,

- having played a \$50.00 amount,
- having played a \$100.00 amount,
- having played a \$250.00 amount,
- having played a \$500.00 amount,
- 5 - having played or played at a rate of a \$50.00 amount during a 1 hour time period,
- having played or played at a rate of a \$100.00 amount during a 1 hour time period,
- having played or played at a rate of a \$250.00 amount during a 2 hour time period, and
- 10 - having played or played at a rate of a \$500.00 amount during a 5 hour time period.

172. A method of gaming to achieve extended player retention as described in any of the foregoing method of gaming claims and further comprising the step of retaining a profit remaining after payout of a winnings and said jackpot amount.

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173. A game device to achieve extended player retention as described in claim 42, 44, 45, 48, 50, 62, 63, 64, 65, 66, 77, 78, 81, 83, 96, 101, 113, 115, 116, 117, 118, 119, 120, 127, 129, 131, 136, 137, 138, wherein said game generator capable of providing a particular game process to a player comprises a card game generator capable of providing a card game process to a player and wherein said jackpot standards element comprises a jackpot standards element responsive to said card game process.

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174. A game device to achieve extended player retention as described in claim 42, 44, 45, 48, 50, 62, 63, 64, 65, 66, 77, 78, 81, 83, 96, 101, 113, 115, 116, 117, 118, 119, 120, 127, 129, 131, 136, 137, 138, wherein said game generator capable of providing a particular game process to a player comprises an electronic card game generator capable of providing an electronic card game process to a player and wherein said

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jackpot standards element comprises a jackpot standards element responsive to said electronic card game process.

175. A game device to achieve extended player retention as described in claim 42, 44, 45, 48, 50, 62, 63, 64, 65, 66, 77, 78, 81, 83, 96, 101, 113, 115, 116, 117, 118, 119, 120, 127, 129, 131, 136, 137, 138, wherein said game generator capable of providing a particular game process to a player comprises a keno game generator capable of providing a keno game process to a player and wherein said jackpot standards element comprises a jackpot standards element responsive to said card game process.
176. A game device to achieve extended player retention as described in claim 42, 44, 45, 48, 50, 62, 63, 64, 65, 66, 77, 78, 81, 83, 96, 101, 113, 115, 116, 117, 118, 119, 120, 127, 129, 131, 136, 137, 138, wherein said game generator capable of providing a particular game process to a player comprises an electronic keno game generator capable of providing an electronic keno game process to a player and wherein said jackpot standards element comprises a jackpot standards element responsive to said electronic keno game process.
177. A game device to achieve extended player retention as described in claim 42, 44, 45, 48, 50, 62, 63, 64, 65, 66, 77, 78, 81, 83, 96, 101, 113, 115, 116, 117, 118, 119, 120, 127, 129, 131, 136, 137, 138, wherein said game generator capable of providing a particular game process to a player comprises a slots game generator capable of providing a slots game process to a player and wherein said jackpot standards element comprises a jackpot standards element responsive to said slots game process.
178. A game device to achieve extended player retention as described in claim 42, 44, 45, 48, 50, 62, 63, 64, 65, 66, 77, 78, 81, 83, 96, 101, 113, 115, 116, 117, 118, 119, 120, 127, 129, 131, 136, 137, 138, wherein said game generator capable of providing a particular game process to a player comprises an electronic slots game generator

capable of providing an electronic slots game process to a player and wherein said jackpot standards element comprises a jackpot standards element responsive to said electronic slots game process.

179. A game device to achieve extended player retention as described in claim MDa1
5 wherein said electronic slots game generator capable of providing an electronic slots game process to a player comprises an electronic card game generator capable of providing an electronic card game process to a player and wherein said jackpot standards element responsive to said electronic slots game process comprises a jackpot standards element responsive to said electronic card game process.
- 10 180. A game device to achieve extended player retention as described in claim 42, 62, 63, 64, 65, 66, 77, 78, 81, 83, 96, 101, 113, 115, 116, 117, 118, 119, 120, 127, 129, 131, 136, 137, 138, 148, 149, 150, 151, 152, 153, 154, 155, 156, and further comprising a separate machine link element which is responsive to multiple separate machines.
- 15 181. A game device to achieve extended player retention as described in claim 180 wherein said jackpot standards element comprises a composite jackpot event standards element.
182. A game device to achieve extended player retention as described in claim 180 wherein said jackpot payout element comprises an all players payout element.
- 20 183. A game device to achieve extended player retention as described in claim 180 wherein said jackpot payout element comprises a select players payout element.
184. A game device to achieve extended player retention as described in claim 183 wherein said select players payout element comprises a select players payout element which utilizes players selected from a group consisting of:

- players having made a maximum bet,
- players having made a maximum bet during some time period,
- players having played a certain number of games,
- players having played a certain number of games during some time period,
- 5 - players having played 25 games,
- players having played 50 games,
- players having played 100 games,
- players having played 250 games,
- players having played 500 games,
- 10 - players having played 1000 games,
- players having played or played at a rate of 12 games during a 1 minute time period,
- players having played or played at a rate of 75 games during a 10 minute time period,
- 15 - players having played or played at a rate of 90 games during a 10 minute time period,
- players having played or played at a rate of 80 games during a 20 minute time period,
- players having played a certain dollar amount during some time period,
- 20 - players having played a variable dollar amount in a unit period of time,
- players having played an increasing dollar amount in a unit period of time as said jackpot event gets closer,
- players having played a \$25.00 amount,
- players having played a \$50.00 amount,
- 25 - players having played a \$100.00 amount,
- players having played a \$250.00 amount,
- players having played a \$500.00 amount,
- players having played or played at a rate of a \$50.00 amount during a 1 hour time period,

- players having played or played at a rate of a \$100.00 amount during a 1 hour time period,
- players having played or played at a rate of a \$250.00 amount during a 2 hour time period, and
- 5 - players having played or played at a rate of a \$500.00 amount during a 5 hour time period.

185. A game device to achieve extended player retention as described in claim 180 wherein said jackpot payout element comprises a player-achieving-a-final-step-takes-all jackpot payout element.

10 186. A game device to achieve extended player retention as described in claim 42, 44, 45, 48, 53, 54, 42, 62, 63, 64, 65, 66, 77, 78, 81, 83, 96, 101, 113, 115, 116, 117, 118, 119, 120, 127, 129, 131, 136, 137, 138, 148, 149, 150, 151, 152, 153, 154, 155, 156, wherein said jackpot payout element comprises a select player payout element.

15 187. A game device to achieve extended player retention as described in claim 186 wherein said select player payout element comprises a select player payout element which determines if a player has achieved an event selected from a group consisting of:

- having made a maximum bet,
- having made a maximum bet during some time period,
- 20 - having played a certain number of games,
- having played a certain number of games during some time period,
- having played 25 games,
- having played 50 games,
- having played 100 games,
- 25 - having played 250 games,
- having played 500 games,

- having played 1000 games,
- having played or played at a rate of 12 games during a 1 minute time period,
- having played or played at a rate of 75 games during a 10 minute time period,
- having played or played at a rate of 90 games during a 10 minute time period,
- 5 - having played or played at a rate of 80 games during a 20 minute time period,
- having played a certain dollar amount during some time period,
- having played a variable dollar amount in a unit period of time,
- having played an increasing dollar amount in a unit period of time as said
jackpot event gets closer,
- 10 - having played a \$25.00 amount,
- having played a \$50.00 amount,
- having played a \$100.00 amount,
- having played a \$250.00 amount,
- having played a \$500.00 amount,
- 15 - having played or played at a rate of a \$50.00 amount during a 1 hour time
period,
- having played or played at a rate of a \$100.00 amount during a 1 hour time
period,
- having played or played at a rate of a \$250.00 amount during a 2 hour time
20 period, and
- having played or played at a rate of a \$500.00 amount during a 5 hour time
period.

188. A game device to achieve extended player retention as described in any of the
foregoing game device claims and further comprising a profit retainer which is
25 responsive to a remaining amount after payout of a winnings and said jackpot
amount.